WIN THE RACE FOR PROFITS.

Ride MOTO-CROSS and you'll know who this game will be your bottest attraction. Because the player experiences all of the sensations and risks of riding a roof motorcycle in real competition. Even The object is to maintain as biob a other racing motorcycles on the

road. Turn the handlebars, and you

corner and bank with startling

realism. Twist the hand throttle

the rising scream of your high compression engine. Collide with another racer—the handlebars otherste and the TV errorn florber a

Scoring with MOTO-CROSS is beautifully simple: 10 points per second at the slowest speed: 10 speed as possible without hitting the points every half-second at top speed. A crack-up costs three screen or skidding off the edge of the seconds of no-score. If the total score goes above 1000 kilometers, the

of the bikes can be regulated by the operator. Game time is adjustable from 45 to 100 seconds What about reliability? Excellent MOTO-CROSS is a solid state same, so there's little to so wrong. It's made by SEGA, the people who design games that can take it as well as dish it out. Ask your SEGA Distributor about MOTO-CROSS: usu'll love the

answers.

extended play lamp soes on-and so SEGA. does the player To increase the challenge the size open, and you accelerate alone with



More facts about MOTO-CROSS.



- Realistic imagery. Both road and bikes are seen in true perspective so that objects nearest the bottom of the screen (closest to player) are larger than those on the horizon or top of screen.
- Handlebars function identically to those of a real motorcycle.
- Full range speaker produces all racing sounds with realistic impact.
 Play time is adjustable from
- 45 to 100 seconds.

 SEGA-built solid state electronics assure maximum
- reliability and ease of servicing.

 Ruggedly constructed cabinet is styled for customer appeal and high trade-in.

Dimensions: 166 cm high

70 cm wide 99 cm deep 136 kg. Call your SEGA Distributor about MOTO-CROSS now. Every day you delay is costing you money.

